

FOR GRADUATES OF  
SESAME STREET

THE

CTW

SEPTEMBER 1984

# ELECTRIC COMPANY<sup>TM</sup>

MAGAZINE

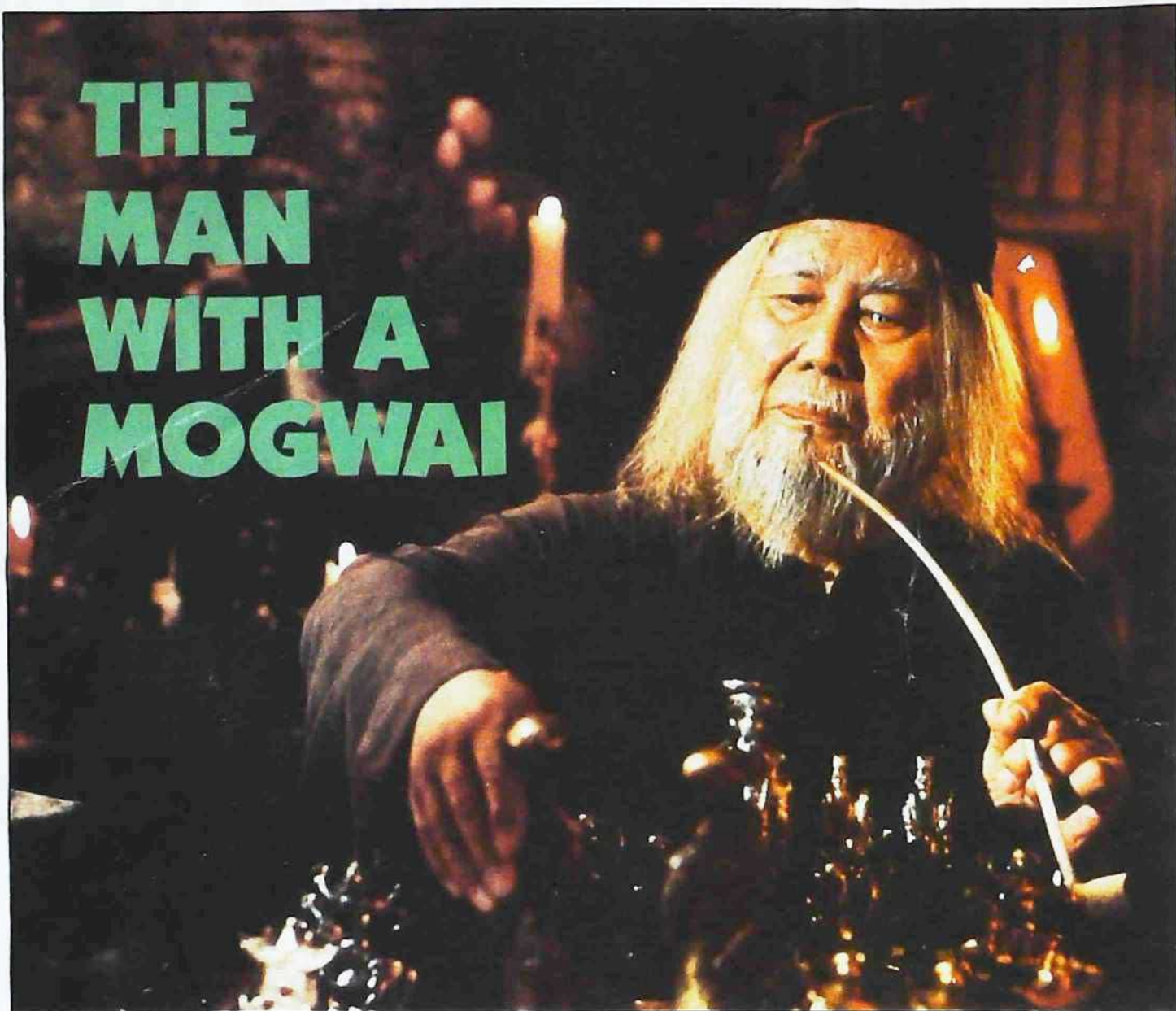


**GREMLINS!  
AND OTHER  
TRICKY  
CREATURES**

**GARFIELD  
CARTOON  
CONTEST  
WINNERS!**



# THE MAN WITH A MOGWAI



This unusual man has an unusual pet in his shop. This pet, called the mogwai (MOG-why), comes with these *most* unusual rules:

**Keep him away from water. Don't ever get him wet.**

**Keep him out of light.**

**He hates bright light....It will kill him.**

**But the most important thing,  
the thing you must never forget, no matter how much he  
cries, no matter how much he begs,  
never, never feed him after midnight.**

In the movie called *Gremlins*, the rules are broken...  
and one sweet mogwai gremlin becomes the start of a wild story!

More facts and fancy on gremlins and other wild wee creatures begin on page 2.



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## Highlights of This Issue

### Tricky Ones!

Gremlins and other wee folk.

*page 2.*



### Tiny Towns

A tour of towns where you're a giant!

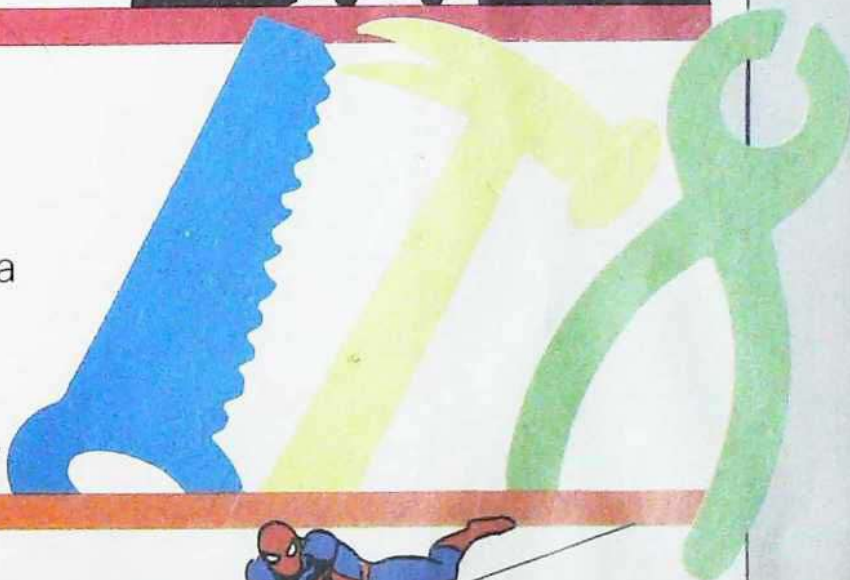
*page 10.*



### Toolies' Tools

A game in a wacky workshop!

*page 16.*



### Spidey

When the bad guy belongs in the dog house...

*page 27.*



*Words that you see printed in blue are words you may not know. Find out what they mean on page 33.*



# MEET THE TRICKY FOLK

A special gremlin is hiding in this tree. He's also appearing in the movie called *Gremlins*.

Long before turning up in the movie, gremlins were playing tricks and making trouble all over England. At least, that's how the stories go.

Airplane pilots would say that gremlins had sent their planes into spins and had made them land in their fields. Then, when the gremlins were good, they would guide those pilots back into the sky.


Gremlins are said to be clever with tools, and as you can see, naughty with airplanes. They have this special motto: "The difficult we do right away. The impossible takes a little longer."

**Gremlins aren't the only tricky little creatures.  
Here are some pages of fairy tale folk.  
Each one wants to meet you.**


Ha Ha! I'm a *gnome* (NOME). I am six inches tall. But HA! I'm still seven times stronger than people. And I'm over 300 years old! Hee Hee! My face is wrinkled from laughing. My beard is long and gray. Ho Ho! The forest animals know me, and come to me for advice. If you happen to see me, I may grant you a wish. But I only wander about at night, so I can be tricky to find!

Don't touch my gold! If you steal my gold, I'll trick you! I'll poke you! Then I'll disappear in a blink of your eye. Who am I? I am a *leprechaun* (LEP-ruh-kahn). I live under roots of old trees, and in castles. I'm a shoemaker. I hammer shoes for the fairies. Mostly, I do love my big pot of gold, so don't touch it! Remember, don't touch it!





Noise noise noise! We *poltersprites* (POLE-ter-sprites) love noise! We'll help you as you make your bed...then make your bed go SQUEAK! We'll help you as you wash the dishes...then make the silverware RATTLE! We love to change into different shapes, to *scurry* around making doors creak. We rattle toys to make extra noise. WHEE! We're the noisiest wee folk!



Me? I'm one of the *Quiet Folk*. We live for 2000 years. Our hair turns gray when we're four years old. We're gentle folk, as long as you never ask us to show you our feet. That makes us terribly angry! Our feet are webbed like duck feet or goose feet. We wear magical caps, and hide wonderful jewels and stones underground.

Here's a *pixie* (PICK-see) trick: making milk turn sour! Here's another: stealing apples from trees! I love these naughty tricks. Guess who I am! I have bright red pixie hair. I have pointed pixie ears. I have a turned-up pixie nose. Guess who I am! Sometimes I'm good, and I help you with housework. But if you say, "thank you," oh, will I run! I'll run right back to my pixie cave. Guess who I am! I'm a pixie!

# HOT LINES

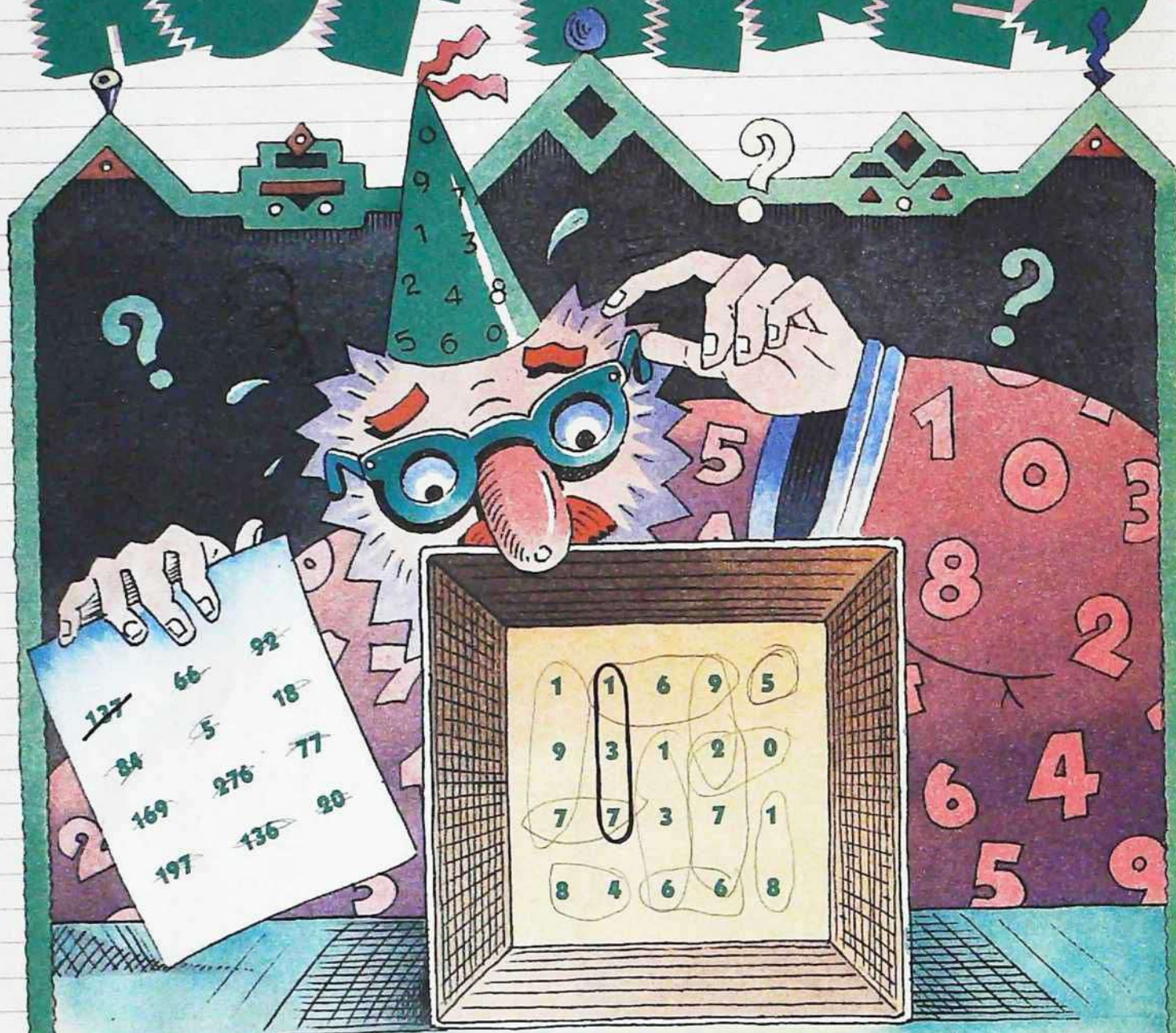


Illustration © Tim Lewis

0 9 8 7 6 5 4 3 2 **1** 2 3 4 5 6 7 8 9 0

## NUMBER HUNT!

The wizard of numbers put a few of his favorite numbers in a box to keep them safe. But now he's having a hard time finding them.

Find and circle the numbers listed on the wizard's card.

Some go down. Some go across. We did the first one.

*Answer on page 31.*

2

## IT'S THE LAW!

It's against the law to make faces  
at dogs in Normal, Illinois.

This law was sent in by Shay Cassily.



3

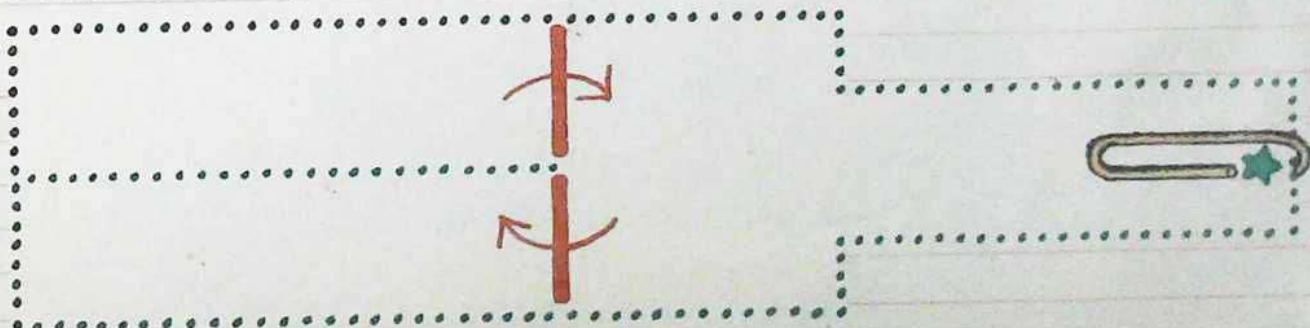
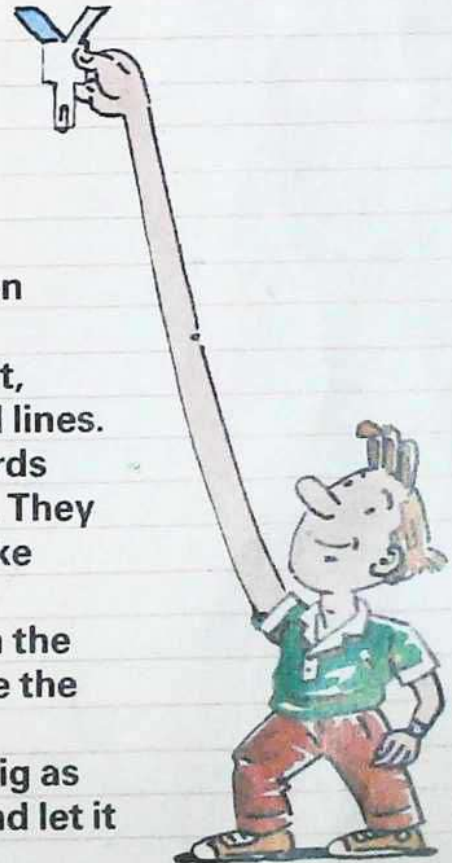
## HOW TO MAKE A WHIRLI-GIG!

Here's a way to make a  
flying machine that will  
keep you spinning. Follow  
the directions.

If you don't want to cut the  
magazine, trace the lines  
on this page onto another  
piece of paper. Once  
you've made your whirli-  
gig, race it, chase it, find a  
breeze and watch it fly!



- Cut along the green dotted lines.
- Bend the flaps a bit, along the red solid lines. Bend one backwards and one forwards. They should stand up like bunny ears.
- Put a paper clip on the green star to make the bottom heavier.
- Hold your whirli-gig as high as you can and let it go!



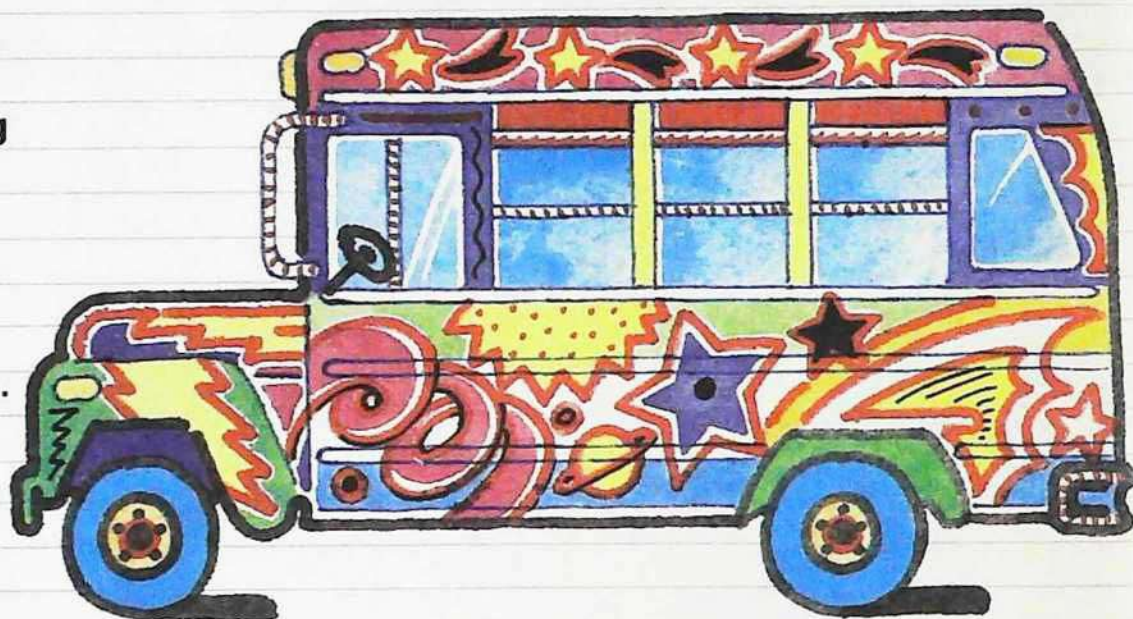
4

## SOMETHING'S MISSING!

Pauline the painter was asked to paint these three school buses for the new school year. No one told her what to paint, just to paint them all the same. Pauline is finished but she made a mistake.

Something's missing from one of these school buses. Find what's missing and draw it in with a crayon so all these buses look the same.

*Answer on page 31.*



## 5 MAKE A FACE!

Do you know how to make a face of a boy out of the word "boy"?  
Here's how:

Write the word  
"boy."

boy

Draw a chin.

boy

Draw the top  
of the head.

boy

Draw the eyes,  
nose and mouth.

boy

Find the word "dog" in the dog below.



Answer on page 31.

Now find the word "pig."



Can you think of any other words you can do this with?

Thanks to Joey Stall, from Lexington, Ohio for sending us this idea.

6

CONTEST

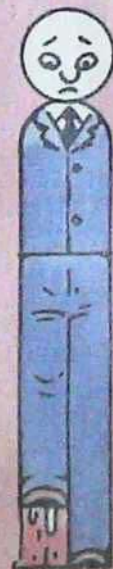
Do you know what a *haiku* (HIE-koo) is? It is a special Japanese poem. Every haiku has three lines. The first line has 5 "beats" in it. The second line has 7 beats. The third line has 5 more. Here's an example. (We broke up the beats in our poem so they are easier to count.)

Stic-ky	bub-ble	gum	(5 beats)
On	the	bot-tom	of my shoe. (7 beats)
What	am	I to do?	(5 beats)

For this month's contest, write a haiku. Make it pretty, zany, crazy, or anything you like. Then, send it with your name, age and address to:

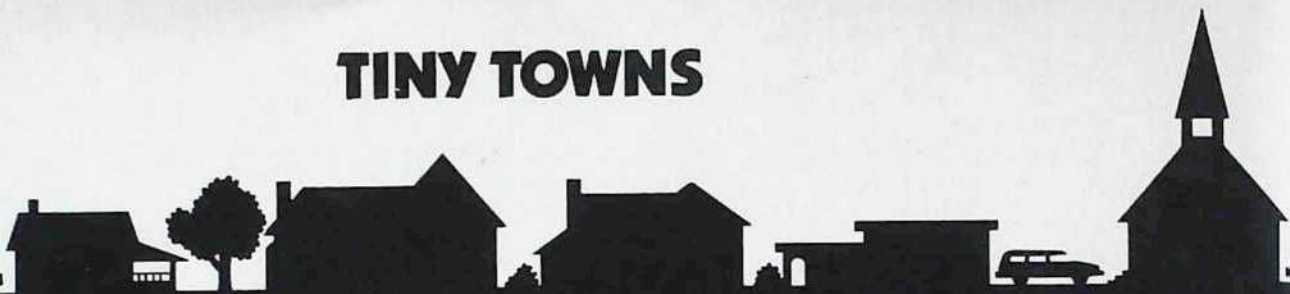
CONTEST  
The Electric Company Magazine  
EC9C  
P.O. Box 888  
Ridgefield, New Jersey 07657

We'll pick our favorites. Winners will get t-shirts.





# TINY TOWNS

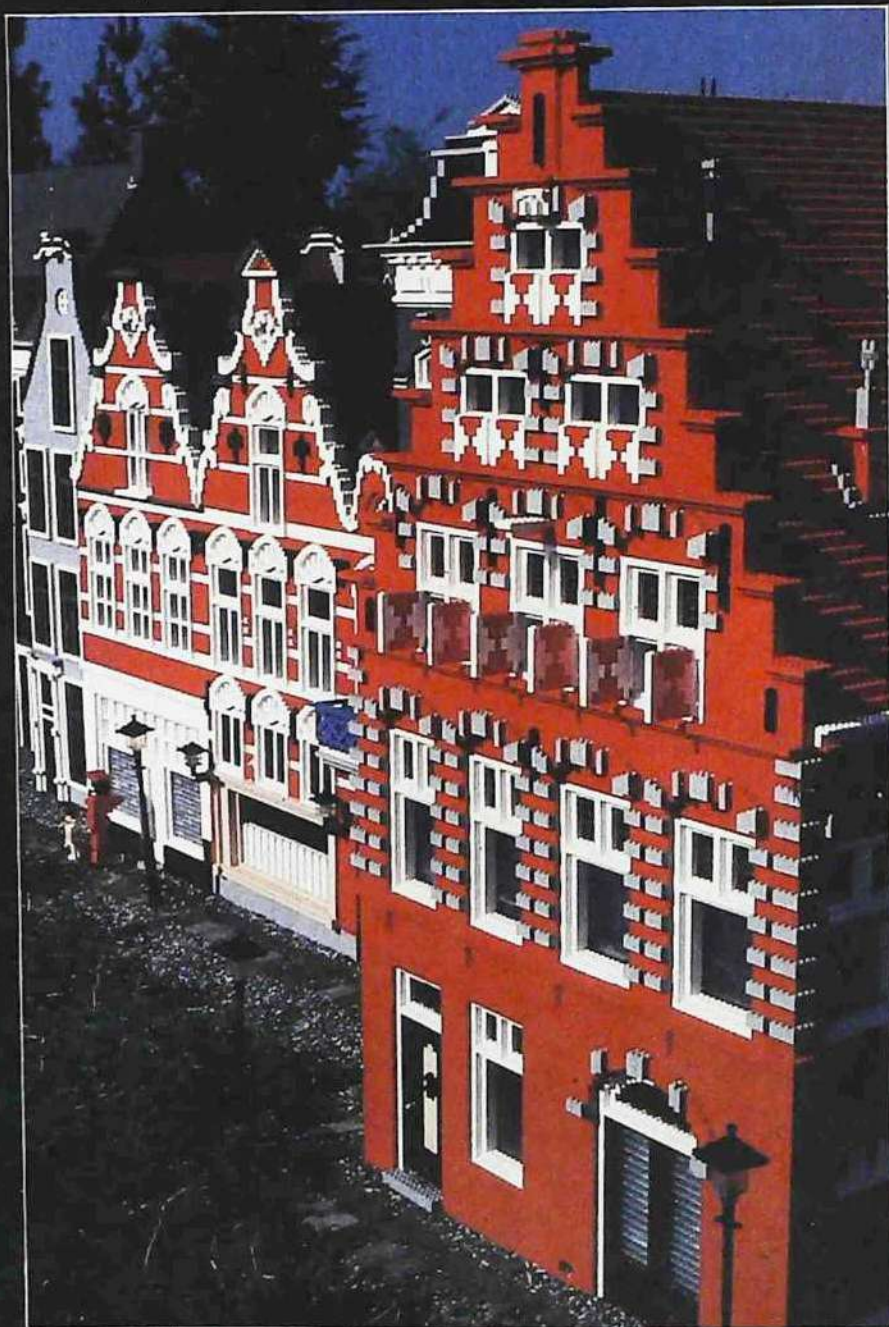


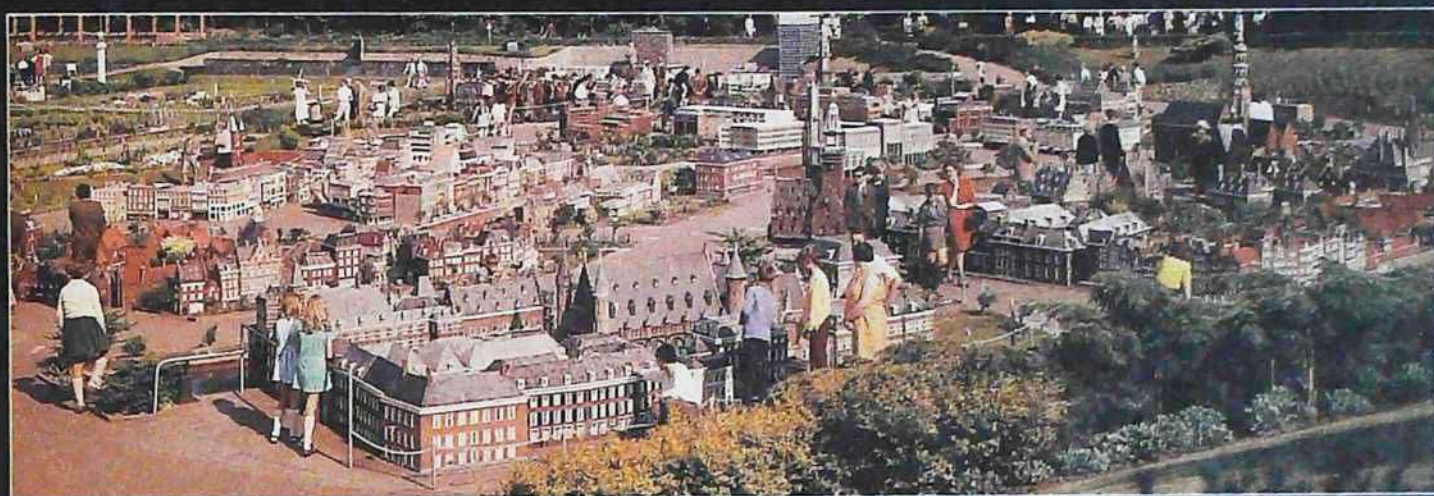
Imagine being taller than the highest buildings in town. The dream could come true in these **miniature** villages. The villages are too little to live in, but just the right size to play in.



## LEGOLAND

Here's a place where everything is made out of plastic LEGO bricks. This colorful place called Legoland is in Denmark, a country in Europe. Visitors can walk around a fishing village, English streets, Danish shops and more. The carpenter who made the first LEGO brick lived in Denmark. His family built Legoland with millions of little bricks.





## MADURODAM

Madurodam (ma-DURE-uh-dahm) has little **canals**, roads, and an airport. Real tiny trees and tulips grow there. Lights in the buildings go on and off. Bells in the towers ring. Trains run on tracks around the town. Madurodam was built in Holland by Mr. and Mrs. Maduro in honor of their only child, George.



Build a tiny town or kingdom for yourself. • Turn salt and pepper shakers into castle towers. • Shape cars and planes with aluminum foil. • Paint boxes to look like buildings. • All of these ideas and more can be part of your miniature plans.

## MINIATURE KINGDOM

New Jersey has its own busy tiny town. Two thousand tiny handpainted "people" are at home in the Miniature Kingdom. In the fields of the kingdom, you can spot more than 400 tiny toy animals. The tiny roads are lit by 300 working electric street lights. It took thousands and thousands of hours of work to build and paint this kingdom!

# A CODE AMONG FRIENDS

by P.E. King



The code in this story is a set of long and short sounds called the Morse Code. Each letter is made up of different long dashes and short dots. To read messages in Morse Code, check the code key below.

We've de-coded each message for you...except the last one. Use the code key! Answer on page 31.



Illustration © Robert Dale

## Morse Code Key

<b>A</b> ● —	<b>J</b> ● — — —	<b>S</b> ● ● ●
<b>B</b> — ● ● ●	<b>K</b> — ● —	<b>T</b> —
<b>C</b> — ● — ●	<b>L</b> ● — ● ●	<b>U</b> ● ● —
<b>D</b> — ● ●	<b>M</b> — —	<b>V</b> ● ● ● —
<b>E</b> ●	<b>N</b> — ●	<b>W</b> ● — —
<b>F</b> ● ● — ●	<b>O</b> — — —	<b>X</b> — ● ● —
<b>G</b> — — ●	<b>P</b> ● — — ●	<b>Y</b> — ● — —
<b>H</b> ● ● ● ●	<b>Q</b> — — ● —	<b>Z</b> — — ● ●
<b>I</b> ● ●	<b>R</b> ● — ●	

(Samuel Morse invented this code over a hundred years ago.)

Misty and Hal practiced all summer. When they were eating, they practiced with their knives and forks. In the park, they practiced with sticks on the jungle gym. In the treehouse, in the garage, in the living room while they were watching television, they practiced.

They had been practicing the Morse Code. No matter where they were, they could talk by tapping out dots and scratching out dashes. Now, school was starting and they were ready. Right in the middle of class, they would be able to "talk" without saying a word.

On the first day, Misty and Hal met their new teacher, Miss Lange. But they had other things on their mind.

Misty sent the first message: A F T E R S C H O O L

Hal finished the thought: L E T S G O S W I M M I N G



While they were tapping, Miss Lange took her place in the front of the class and smiled. She looked over her new students and said, "Hello everybody. I'll be your teacher for this year."

Misty took her pencil and "said":

B R I N G Y O U R F L I P P E R S

Miss Lange continued, "Have you ever thought about travelling without leaving your chair? That's what we can do with books. I've got books that can take us to the highest mountains, the darkest jungles, anywhere...."

Hal began to tap again: M E E T A T T H E D O C K

Misty and Hal were having so much fun "talking," they didn't notice that the teacher had stopped. First, Miss Lange looked at Hal, then at Misty. She waited a moment before starting again. "Every week you'll get a chance to write a new story."

Misty wasn't paying attention. She "said": I C A N T W A I T

Before Hal could answer, the two friends heard a new tapping. Who made the noise? They both wrote down what it "said":

---/..../--- --/---/ ---/.../.../.../.../.../.../.../...

Misty and Hal turned white. They looked at Miss Lange. She was the one who was tapping! (Use the code to find out what Miss Lange "said.")

Miss Lange went on, "But, today we'll learn something different. We'll learn a way of talking without saying a word. We're going to learn the Morse Code."

Hal and Misty were worried.

The teacher smiled and went on, "I'll need someone to help me. Misty and Hal, would you like to teach the rest of the class the Morse Code?"

"Help teach the class?" Misty asked.

"Us?" Hal said.

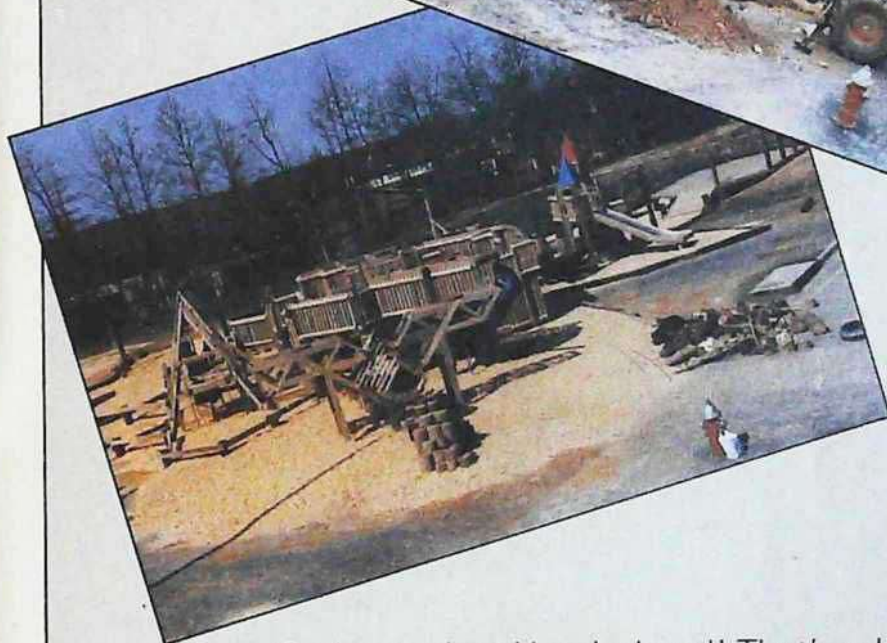
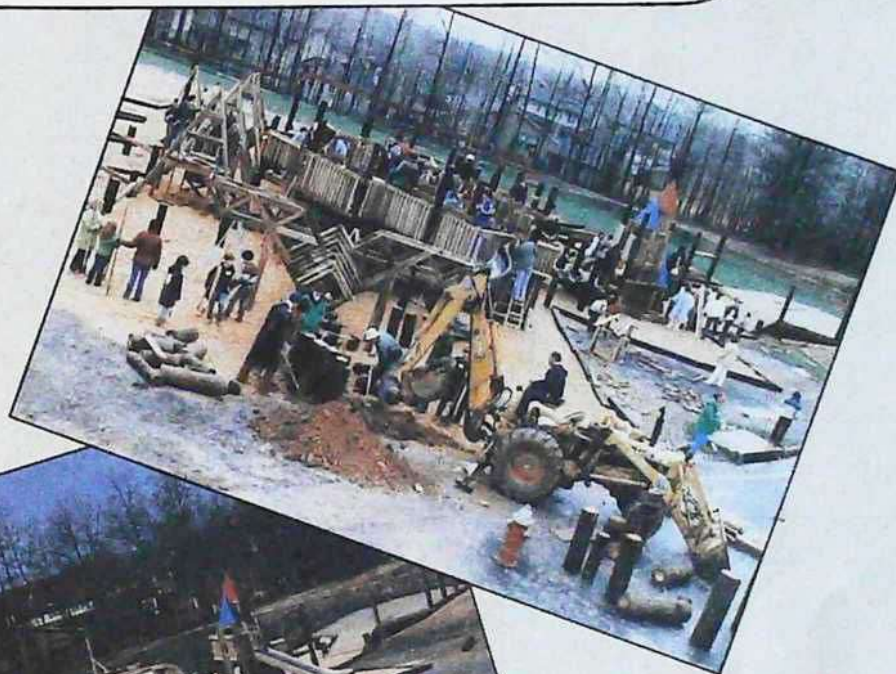
Miss Lange nodded.

Then, Misty laughed and Hal smiled. They both ran up to the front of the class and thought to themselves, "Swimming can wait!"

Answer on page 31.



# CLASS ACT



Grab a tool and lend a hand! That's what the kids did at Orange Hunt School, in Springfield, Virginia.

They teamed up with their parents, their teachers, and friends of the school, and built the playground you see here.

Step one: **IDEAS!** The kids dreamed up their crawl-through dinosaur, curly slide, and monster maze.

Step two: **HARD WORK!** Hammers pounded nails. Saws sawed through wood. Screwdrivers turned screws. Wrenches tightened nuts and bolts.

Finally, the job was done. The tools were put away, and the brand new playground was ready.

Now turn the page, and meet some make-believe tool-box tinies!

*Thanks to Todd Kramer, age 7, of Springfield, Virginia, for sending us this Class Act.*



SAW



SAW



SCREWDRIVER



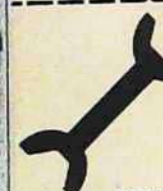
SCREWDRIVER



HAMMER



HAMMER



WRENCH



WRENCH

OOPS!  
No tool here!

OOPS!  
No tool here!

START

PUT A  
TOOL CARD HERE.

PUT A  
TOOL CARD HERE.

PUT A  
TOOL CARD HERE.

PUT A  
TOOL CARD HERE.

PUT A  
TOOL CARD HERE.

PUT A  
TOOL CARD HERE.

PUT A  
TOOL CARD HERE.

SAW

SCREWDRIVER

HAMMER

WRENCH

TOOL BOX

# THE TOOLIES' TOOLS

PUT A  
TOOL CARD HERE.

PUT A  
TOOL CARD HERE.

PUT A  
TOOL CARD HERE.

START

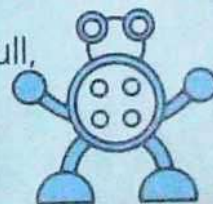
Two little Toolies have scattered their tools all over this workshop. You and a friend can straighten things up. Whoever fills their tool box first wins!

**WHAT YOU NEED:** scissors and two different buttons.

## HOW TO PLAY:

1. Cut out the cards along the dotted lines.
2. Put one card on each workshop table so the blue side faces up. Don't look at the tools on the other side of the cards.
3. Choose a START and put your button there. Decide who goes first.
4. When it's your turn, move four steps in any direction. If you land on a table, or pass over a table, pick up the card that's on it. Put it in your tool box. If it's a card you already have, or if it's no tool, put it back on the table without letting the other player see it.
5. If you land on or pass over the other player's button, take a tool you need from his or her tool box. And send that player back to START.
6. When your tool box is full, you win!

What's a Toolie?  
It's a tiny one that lives in a workshop.  
Two more are hiding on this  
page. Can you spot them?



Answer on page 31.

SAW

SCREWDRIVER

HAMMER

WRENCH

TOOL BOX

# GAMES

## THE WEE FOLK PLAY

Here's your chance to catch a pixie, steal a leprechaun's treasure, and get into the spirit of the games that the wee folk play.

Illustration © Tim Raglin



### PIXIE! PIXIE!

Everybody is a pixie in this game, except the player who's IT. Everybody, even IT, gets down on their hands and knees. IT must wear a blindfold and try to tag a pixie. How can he or she do it? Whenever IT yells, "*Pixies freeze*," all the pixies must hold still and answer IT: "*Pixie pixie!*"

While the pixies are frozen, IT can take three crawling steps toward the sound of a pixie's voice. If IT can't tag a pixie in those three steps, he or she says, "Thank you." That's the pixies' signal to unfreeze, and start crawling again. A pixie who is tagged becomes IT for the next round.



### POT OF GOLD

Everybody stands in a circle, except the one who is the leprechaun. He or she wears a blindfold and stands in the middle, near but not touching a "pot of gold." (A bean bag or a sponge will do.) One at a time, everyone tries to sneak up on the "gold" without being heard by the leprechaun. If the leprechaun hears a noise, he or she tries to tag the robber. A tagged robber puts on a blindfold, holds the leprechaun's hand, and helps catch other robbers. Whoever grabs the gold is the winner.



## THE QUIET FOLK RACE

Quiet Folk don't like to show their feet. Run this race while *hiding* your feet. Make a start and finish line. Racers stand on the starting line with two big paper bags. Put both feet in one bag. Now race by stepping out of one bag into the other bag, then moving the first bag out in front of you and stepping back into *that* bag. Both feet have to be hidden in one bag before the other bag can be moved. First one to the finish line wins!



## CLANK AND CLATTER

Players get into teams of two: one poltersprite and one searcher. All of the searchers leave the room while the poltersprites hide five treasures. Little balls, bows, or pennies will do. When the searchers return, they will try to find any of the treasures. Each poltersprite helps his or her searcher by clanking pans or clattering spoons as that searcher gets close to a treasure. The closer they get, the louder the room will get. The searcher who finds the most treasures wins.

# Tickle Yourself

KNOCK-KNOCK JOES  
ARE MEANT TO BE  
SAID OUT LOUD!



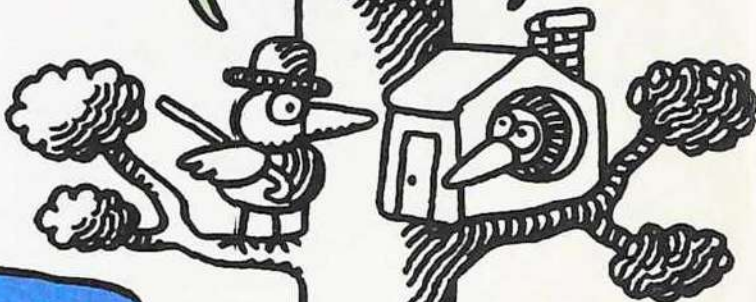
KNOCK,  
KNOCK...

WHO'S  
THERE?

SHERWOOD...

SHERWOOD WHO?

SHERWOOD LIKE  
TO COME IN!



KNOCK,  
KNOCK...

WHO'S  
THERE?

LITTLE OLD LADY...

LITTLE  
OLD LADY  
WHO?

I DIDN'T KNOW  
YOU COULD YODEL!



CUT IT...?  
I  
SHERWOODN'T!



KNOCK, KNOCK...

WHO'S THERE?

SARAH...

SARAH WHO?

SARAH DOCTOR  
IN THE HOUSE?



Stephanie Lutter  
Watertown, Wisconsin

Send us your favorite jokes along with  
your name, age and address to:

The Electric Company Magazine  
Dept. TY  
P.O. Box 888  
Ridgefield, New Jersey 07657

KNOCK, KNOCK...

WHO'S THERE?

ANITA...

ANITA WHO?

ANITA  
BIG HUG!



Stan Cunning, age 6 Montgomery, Alabama

KNOCK, KNOCK...

WHO'S THERE?

BUTCHER...

BUTCHER  
WHO?

BUTCHER ARMS AROUND  
ME HONEY AND HOLD  
ME TIGHT!



Lisa Heydlauff, age 8  
Middlesex, England

KNOCK, KNOCK...

WHO'S THERE?

OLIVE...

OLIVE WHO?

OLIVE YOU!



Tracie Cenno, age 8

# KIDBITS

## OZZY WINS!

This smiling fellow in sneakers named OZZY came from Danny LeFebvre, age 11, of Coquitlam, B.C., Canada. Danny's the winner of *The Electric Company's* Contest of the Month. We asked you to make up a cartoon character. We got zillions of great ones! Runners-up are QUACK-CRAYON by Susan Lewis, SUPER CARROT by SuAnne Caccamese, age 10, and EYEGUY by Franny Calter, age 9.



## TURN ON THE RADIO!

Here is what you'll hear! Fairy tales and sing-alongs, stories of heroes and space, and more. Every day, almost all day, the Children's Radio Network will have special kids shows on the air. Check the newspaper to find out which AM station in your town has this special program.



## More cartoons are making a splash!

They're underwater in faraway Snorkland. They're in your own house on tv! Who? It's the Snorks, a brand new bunch of cartoon friends. The Snorks are smart, and as speedy as minnows! Their new show begins in September.

## YOU CAN HELP OUT SMOKEY BEAR!

Become a Junior Forest Ranger. Write to Smokey, and he'll send you a special ranger kit. You'll get tips on how to help stop forest fires, plus a Junior Ranger badge to wear.

This year, Smokey is forty years old. Birthday parties are being held for him all over the country. His address is:

Smokey Bear  
U.S. Forest Service  
Washington, D.C. 20252  
(Smokey is the only bear who has his very own zip code!)



## FOLD IT

To see what happens to the sheepdog, fold the page so that the page touches the black line. Fold it in the direction the arrow is pointing.



# SHEEPDOG

To read the poem, fill in the blanks with SH.

\_\_\_y\_\_\_ eila, my \_\_\_ eepdog, \_\_\_ e sat in the tub,

All \_\_\_ apeless and \_\_\_ aggy, to rub-a-dub-dub!

\_\_\_ e \_\_\_ ampoosed and \_\_\_ owered.

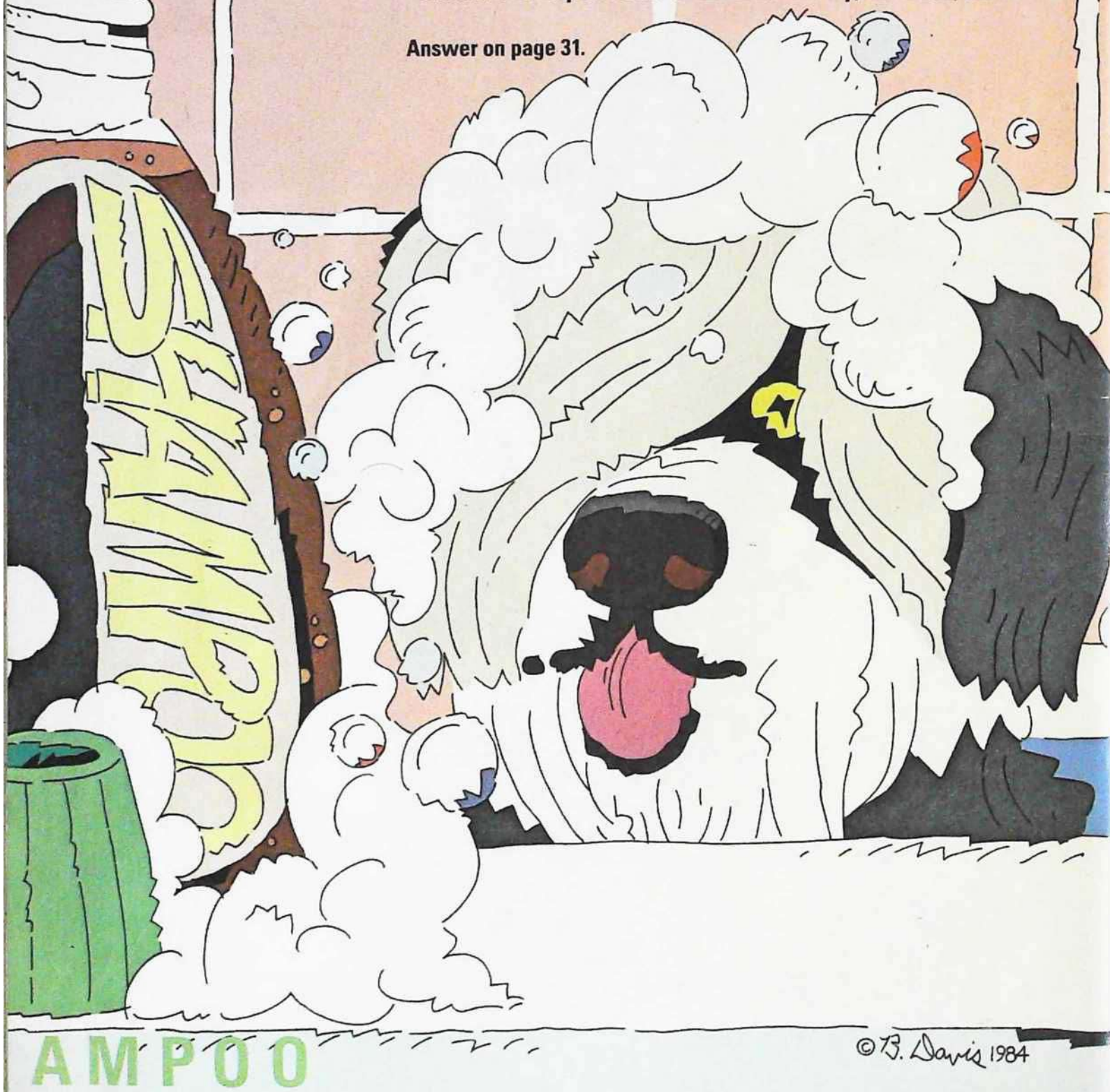
\_\_\_ e \_\_\_ ivered and \_\_\_ ook.

I \_\_\_ owed her a mirror. Well, \_\_\_ e took one look...

\_\_\_ e grinned like a \_\_\_ ow-off. \_\_\_ e stood up and said,

"What a \_\_\_ ape! What a \_\_\_ ine! Oh my, I'm well-bred!"

Answer on page 31.



© B. Davis 1984

# Make Your Own Cartoon

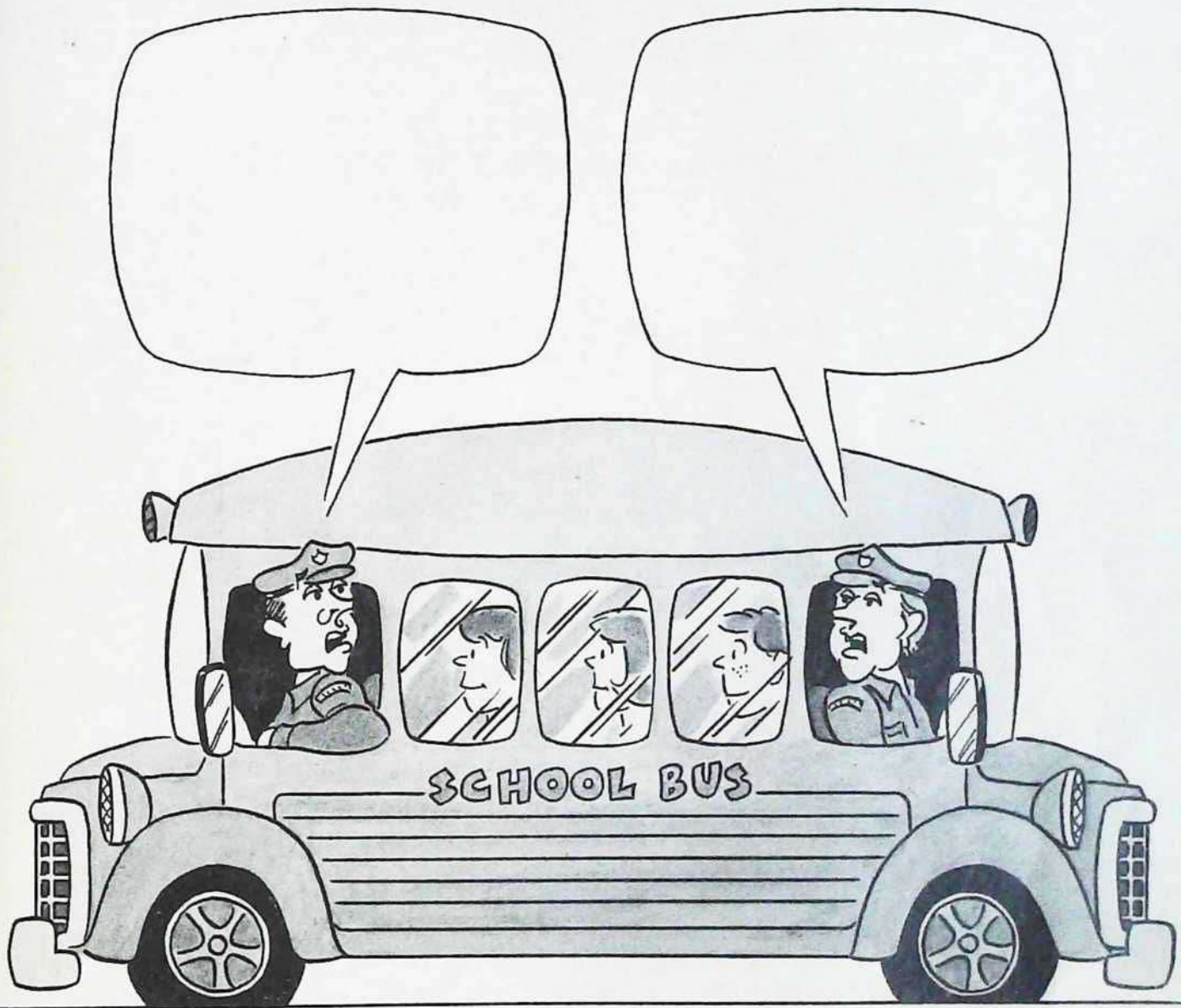


Illustration © Joe Vissicelli

Fill in the cartoon and send it along with your name and address to:

NAME

AGE

YOUR ADDRESS

CITY

STATE

ZIP

The Electric Company Magazine  
Dept. EC9A  
P.O. Box 888  
Ridgefield, New Jersey 07657

# Garfield Cartoon Contest Winners!



Michael Gollihue, age 8, of Huber Heights, Ohio won a hand-drawn picture of Garfield, signed by his artist, Jim Davis, PLUS a signed copy of Garfield's latest book.

## Runners-up!

These kids won signed copies of Garfield's latest book.



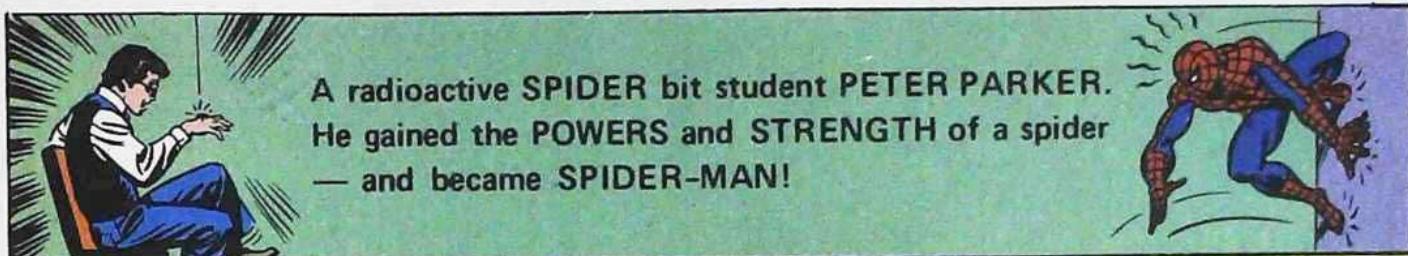
Molly Montgomery, age 6  
South Burlington, Vermont



Brett Muscarello  
Oak Park, Illinois



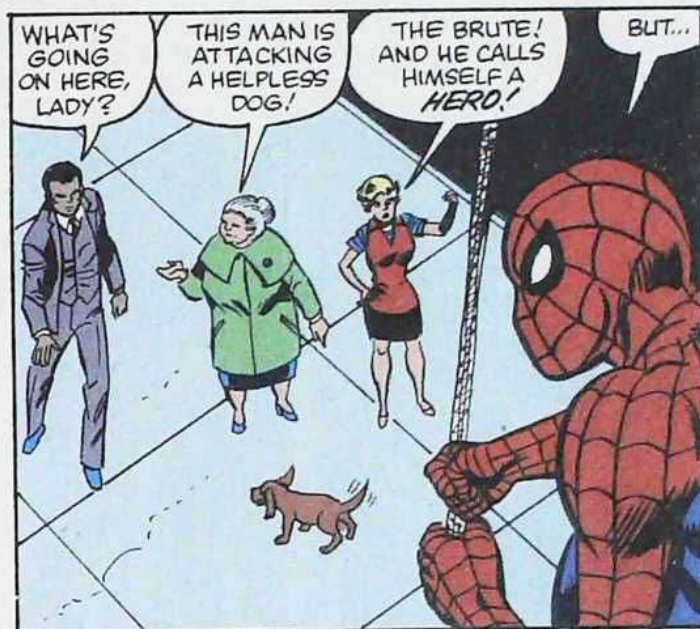
Cathy Diba, age 6  
New York, New York



Stan Lee PRESENTS: **SPIDEY SUPER STORIES!**™





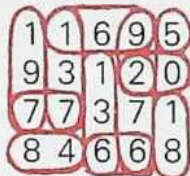




BE WITH US AGAIN NEXT ISSUE FOR ANOTHER EXCITING SPIDER-MAN ADVENTURE--!

# Answers

## NUMBER HUNT (page 6)



## SOMETHING'S MISSING (page 8)



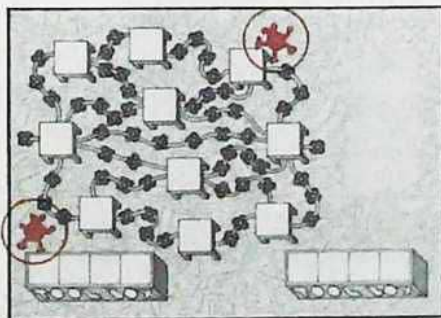
## MAKE A FACE (page 9)



## A CODE AMONG FRIENDS (page 12)

**WHY NOT HAVE FUN RIGHT NOW**

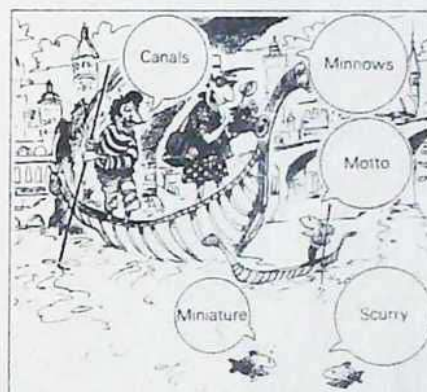
## THE TOOLIES' TOOLS (page 16)



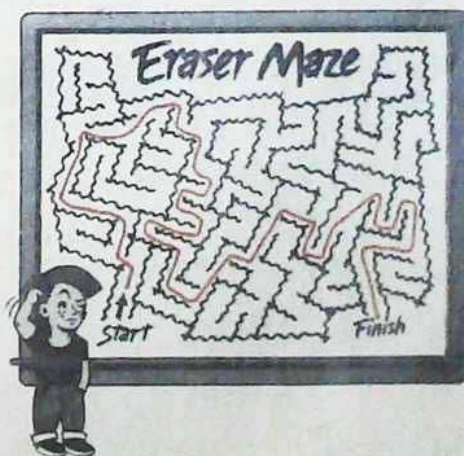
## FOLD-IT (page 24)

Shy Sheila, my sheepdog,  
She sat in the tub,  
All shapeless and shaggy,  
To rub-a-dub-dub!  
She shampooed and showered.  
She shivered and shook.  
I showed her a mirror.  
Well, she took one look....  
She grinned like a show-off.  
She stood up and said,  
"What a shape! What a shine!  
Oh my, I'm well-bred!"

## BLUE WORDS (page 33)



## ERASER-MAZE (back cover)



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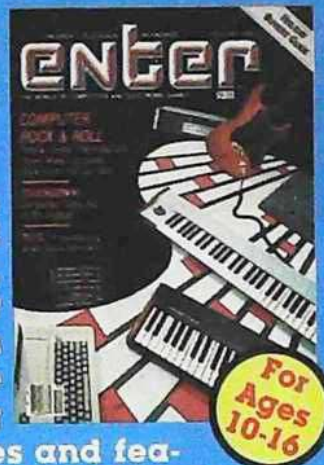
**MAIL TO:** Enter Magazine  
One Disk Drive, P.O. Box 2685, Boulder, CO 80322

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8HPL2

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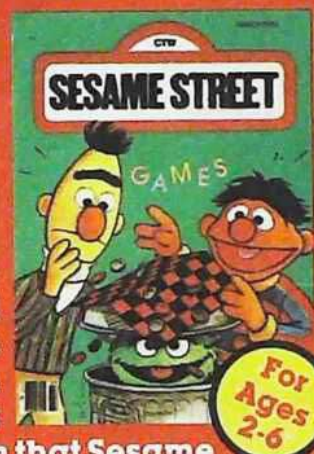
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8HPM0

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8HPN7

## EXPLORE WITH 3-2-1 CONTACT

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# BLUE WORDS

## Are New Words

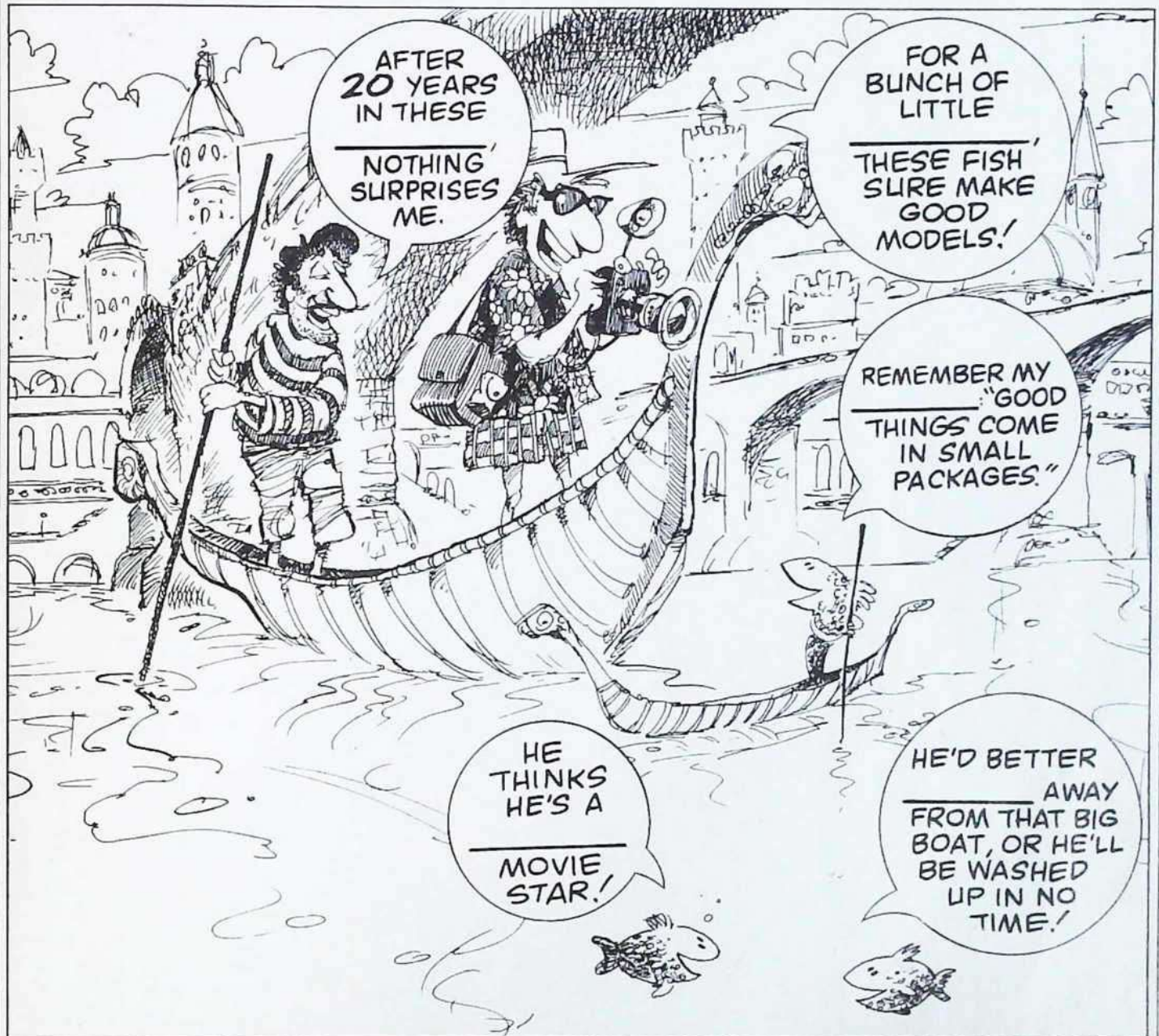


Illustration © Howard Lewis

Read what everyone is saying and fill in the blank space with the right blue word.

1. **canals** (keh-NALS): rivers made by people. **See page 11.**
2. **minnows** (MIN-noze): very small fish that swim quickly. **See page 22.**
3. **miniature** (MIN-ee-ah-chur): something made in a very small size. **See page 10.**

4. **motto** (MOT-toe): a short sentence that says what someone believes. **See page 2.**
5. **scurry** (SKUR-ree): to go or move in a hurry. **See page 4.**

Answers on page 31.

We've given you the meanings of these words as we used them in the magazine. Look in the dictionary to find other meanings of the same words.



Illustration © David Herbeck

This blackboard  
is full of wiggles and  
squiggles.  
But it's not a mess,  
it's a maze.  
With the eraser end of  
a pencil, find the path from  
START to FINISH.

Answer on page 31.

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